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WT
an
Lbs.

Character Description

CHARACTER NAME

Background

Proficiencies

Equipment

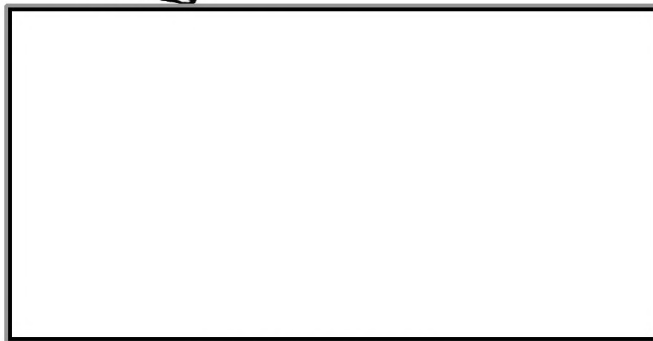
Bkgnd Lang's Personality

Ideals

Bonds

Flaws

Feature



Character Sketch

Age	Gender	Eyes	Hair
Height	Weight	Skin	Hand.
Physical Description			

Race

Subrace

Ability Adj. Traits

Proficiencies

Racial Lang's

Backstory

Weapons and Armor

CHARACTER NAME _____

Notes:

WEAPON 1

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 2

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 3

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 4

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

WEAPON 5

Type: _____

Description: _____

Reach or Range: _____ Damage Type: _____

Are you are proficient with this? _____

No ability modifier to damage. _____

(Second weapon when dual-wielding.)

<input type="checkbox"/> PROFICIENCY BONUS	<input type="checkbox"/> DAMAGE DIE TYPE & NUMBER
+	+
<input type="checkbox"/> ABILITY MODIFIER	<input type="checkbox"/> ABILITY MODIFIER
+	+
<input type="checkbox"/> MAGIC BONUS	<input type="checkbox"/> MAGIC BONUS
+	+
<input type="checkbox"/> OTHER MODIFIERS	<input type="checkbox"/> OTHER MODIFIERS
=	=
<input type="checkbox"/> TOTAL ATTACK BONUS	<input type="checkbox"/> TOTAL DAMAGE

NOTES:

ARMOR

Type: _____

Description: _____

Don: _____

DoF: _____

Weight: _____

<input type="checkbox"/> ARMOR CLASS (AC)
+
<input type="checkbox"/> DEX MODIFIER
+
<input type="checkbox"/> MAGIC BONUS
+
<input type="checkbox"/> OTHER MODIFIERS
=
<input type="checkbox"/> ARMORED ARMOR CLASS

Unarmored

<input type="checkbox"/> 10
+
<input type="checkbox"/> DEX MODIFIER
+
<input type="checkbox"/> CON MODIFIER
+
<input type="checkbox"/> WIS MODIFIER
+
<input type="checkbox"/> MAGIC BONUS
+
<input type="checkbox"/> OTHER MODIFIERS
=
<input type="checkbox"/> UNARMORED ARMOR CLASS

Strength Requirement: _____

The armor reduces the wearer's speed by 10 feet unless the wearer has this Strength score or higher.

Stealth: _____

Disadvantage on Dexterity (Stealth) checks?

SHIELD

Type: _____

Don: 1 Action DoF: 1 Action Weight: 6 lb.

AC: <input type="checkbox"/> 2	+	<input type="checkbox"/>	+	<input type="checkbox"/>	=	<input type="checkbox"/>
		MAGIC BONUS		OTHER MODIFIERS		TOTAL

Note Regarding Proficiency:

If you are not proficient with the armor or shield you are using, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

NOTES:

Notes:

Traits - Feats - Features

CHARACTER NAME

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Name: _____ Page: _____ _____ _____ _____ _____

Inventory - Sheet 1

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

CHARACTER NAME _____

1 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

7 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

2 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

8 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

3 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

9 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

4 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

10 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

5 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

11 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

6 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

12 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Inventory - Sheet 2

CP= .01gp SP= .1gp EP= .5gp PP= 10gp

CHARACTER NAME _____

13 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

19 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

14 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

20 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

15 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

21 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

16 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

22 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

17 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

23 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

18 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

24 **Item:** _____
Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

CHARACTER NAME

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Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Quantity _____ **GP Value** of one _____ **Weight** in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Quantity _____ GP Value of one _____ Weight in lbs. _____
☐ Equipped or Worn? ☐ Carried? ☐ Magic Item? ☐ Attuned to it?

Quantity _____ GP Value of one _____ Weight in lbs. _____
☒ Equipped or Worn? ☐ Carried? ☒ Magic Item? ☐ Attuned to it?

Notes: